

FIG. 1

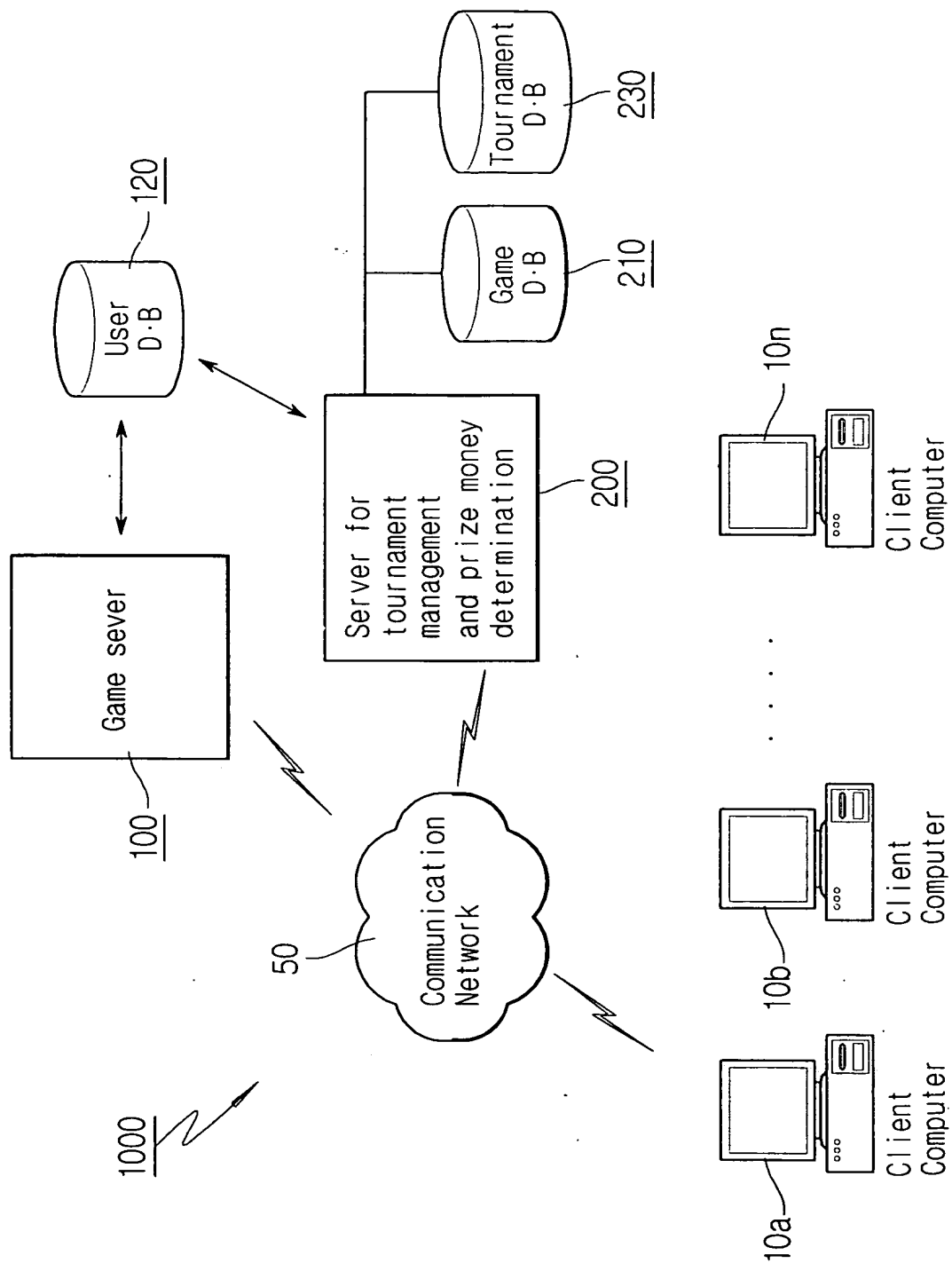


FIG. 2

User Data base (120)

| User ID (primary key) | Name | Secret No. | Connection flag | Game-processing flag |
|--------------------------|------|------------|--------------------|-------------------------|
| | | | | |
| | | | | |
| | | | | |

Game Data base (210)

| Game ID (primary key) | Game Description | Partici- -pation Fee | Credit transfer ratio | Fee ratio | Top level | Level up by compensation | Top limit level by level-up by compensation | IP address | Security number |
|-----------------------------|---------------------|----------------------------|-----------------------------|--------------|--------------|--------------------------------|--|---------------|--------------------|
| | | | | | | | | | |
| | | | | | | | | | |
| | | | | | | | | | |

Tournament Data base (230)

| Tournament ID (primary key) | User ID | Game ID | Present level | Present credit | Participation availability flag |
|--------------------------------|---------|---------|------------------|-------------------|------------------------------------|
| | | | | | |
| | | | | | |
| | | | | | |

Competition result Data base (250)

| Competition ID (primary key) | Game ID | Challenger ID | Counterpart ID | Winner ID | Total Competition money | Fee |
|---------------------------------|---------|---------------|-------------------|-----------|----------------------------|-----|
| | | | | | | |
| | | | | | | |
| | | | | | | |

Sponsor Data base (260)

| Sponsor ID (primary key) | Game ID | Sponsor cash |
|--------------------------|---------|--------------|
| | | |
| | | |
| | | |

FIG. 3A

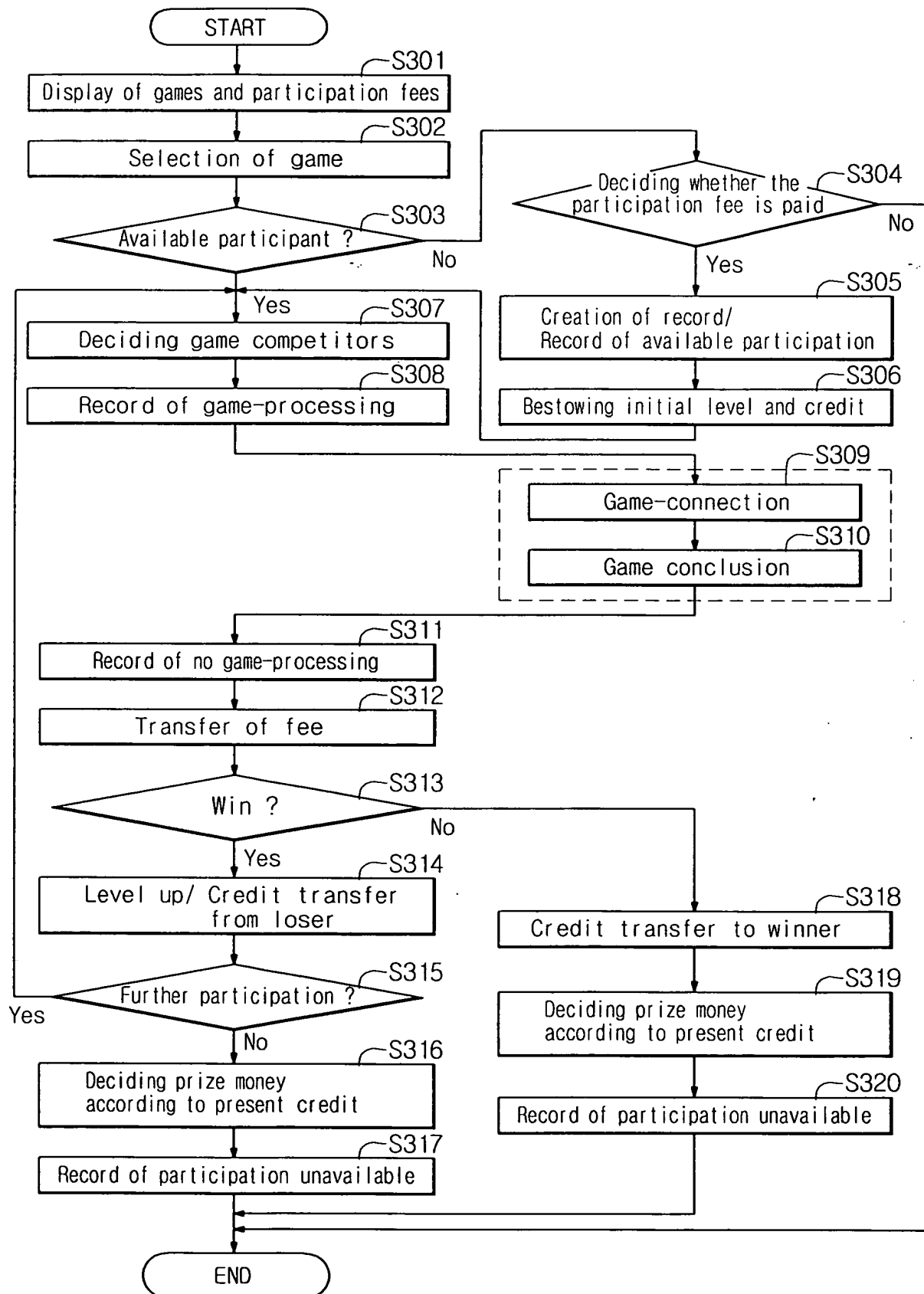


FIG. 3B

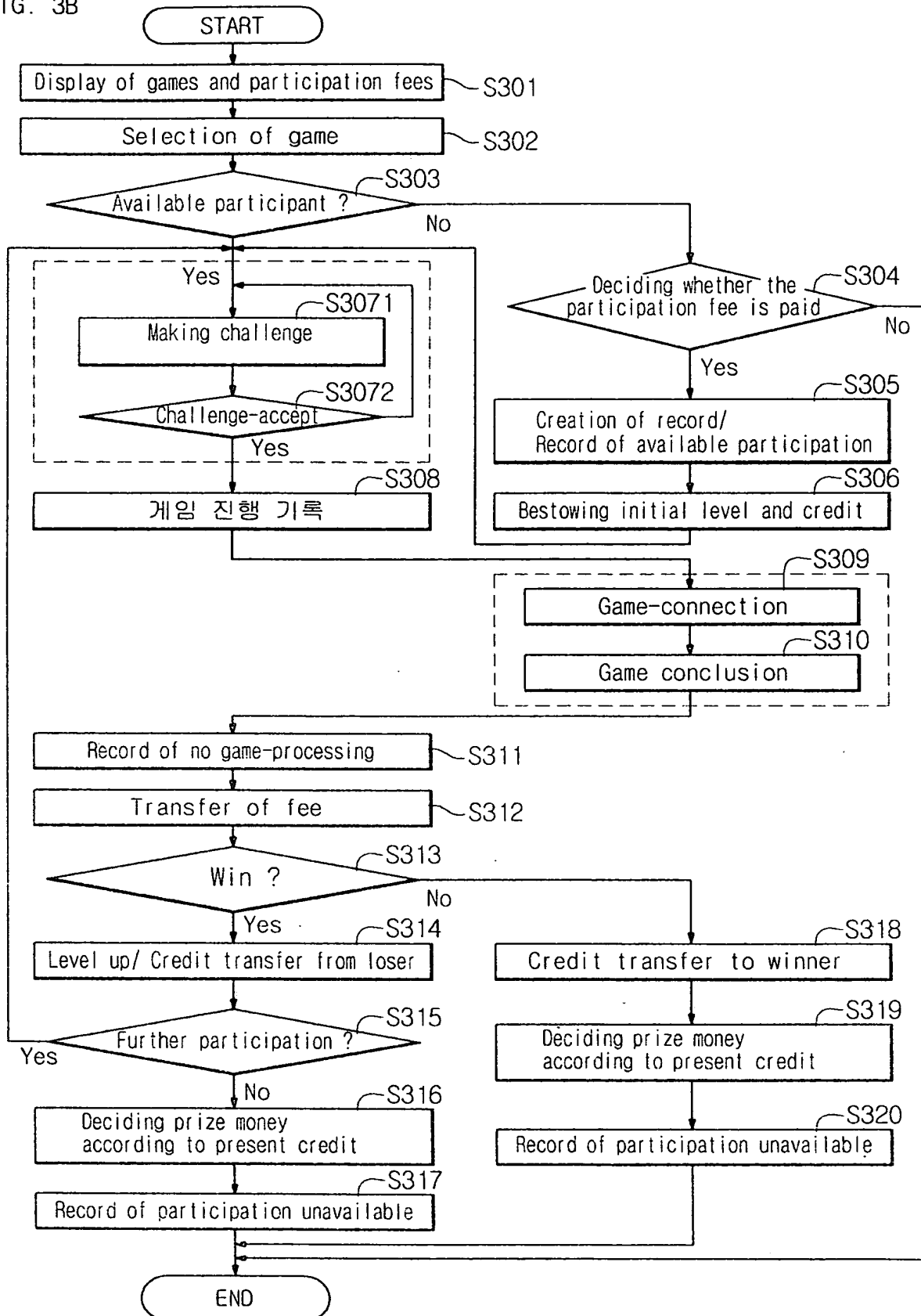
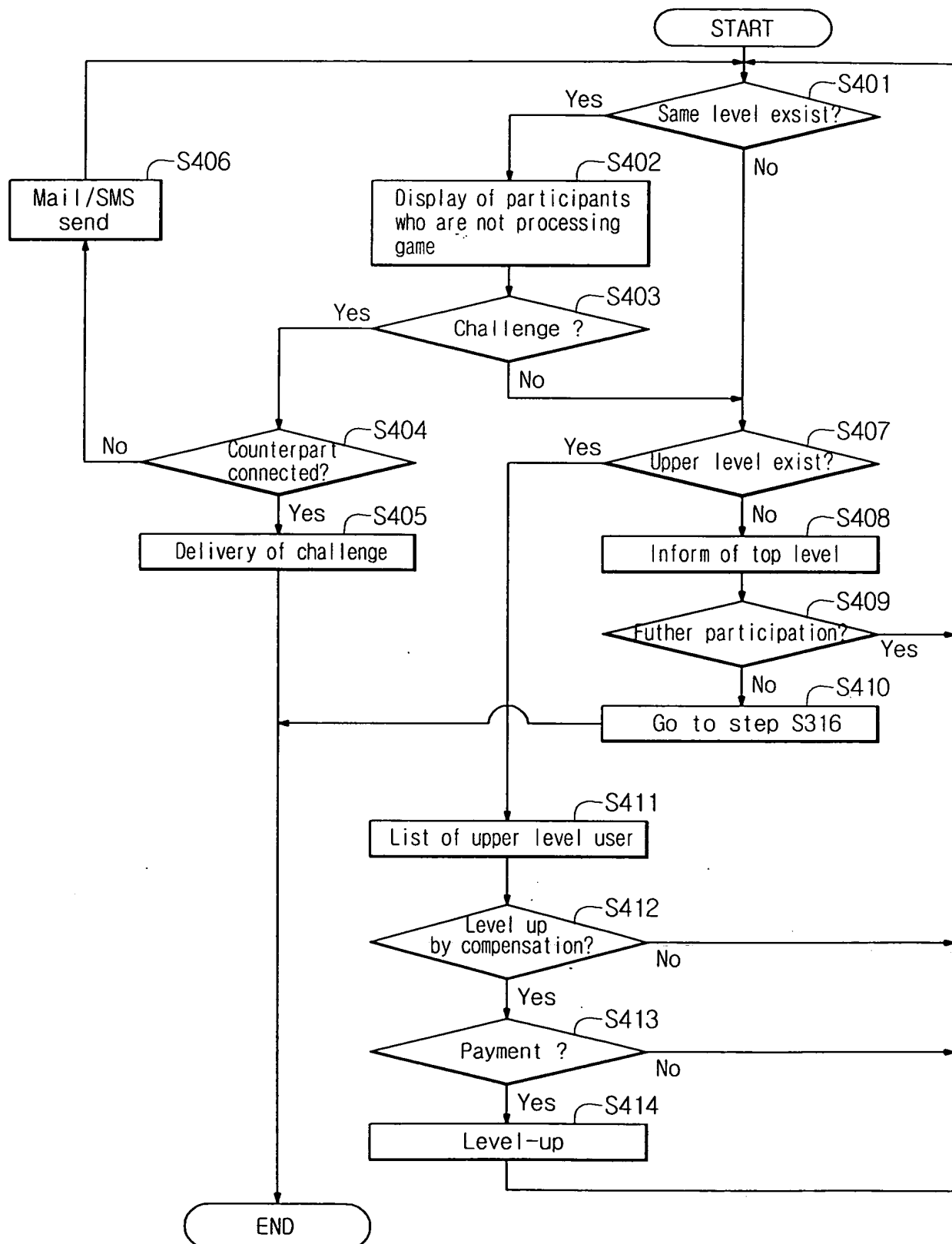


FIG. 4



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FIG. 5

| PADUK | OMOK | CHESS |
|-------------------|-------------------|-------------------|
| Participation fee | Participation fee | Participation fee |
| ₩ 500 | ₩ 400 | ₩ 300 |

(a)

You selected the Paduk.
 Please pay the participation fee.

via Card via Mobile-phone

(b)

PADUK

Present level : 1
 Present credit : 100

The same level user

| | |
|----------|-----------|
| Song 0 0 | Selection |
| Lee 0 0 | Selection |
| Lee 0 0 | Selection |

Level-up by compensation

(c)

You win the game.
 Level up to 2.
 Do you want futher participation?

Y

N

(d)

PADUK

Present level : 2
 Present credit : 180

The same level user

| | |
|-----------|-----------|
| Whang 0 0 | Selection |
| Jo 0 0 | Selection |
| Kim 0 0 | Selection |

Level-up by compensation

(e)

You win 900 won
 for prze money.

(e')

FIG. 6

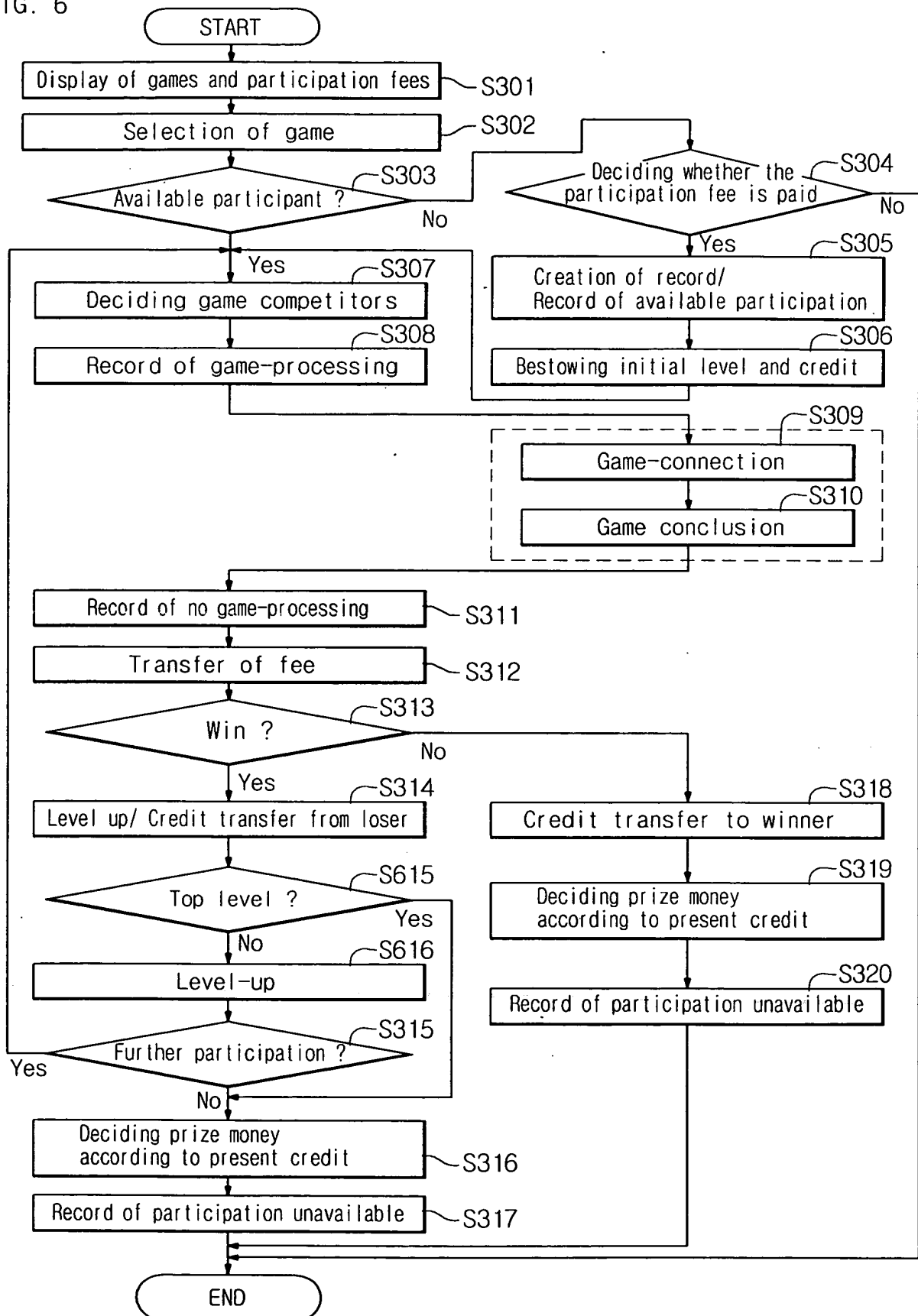


FIG. 7

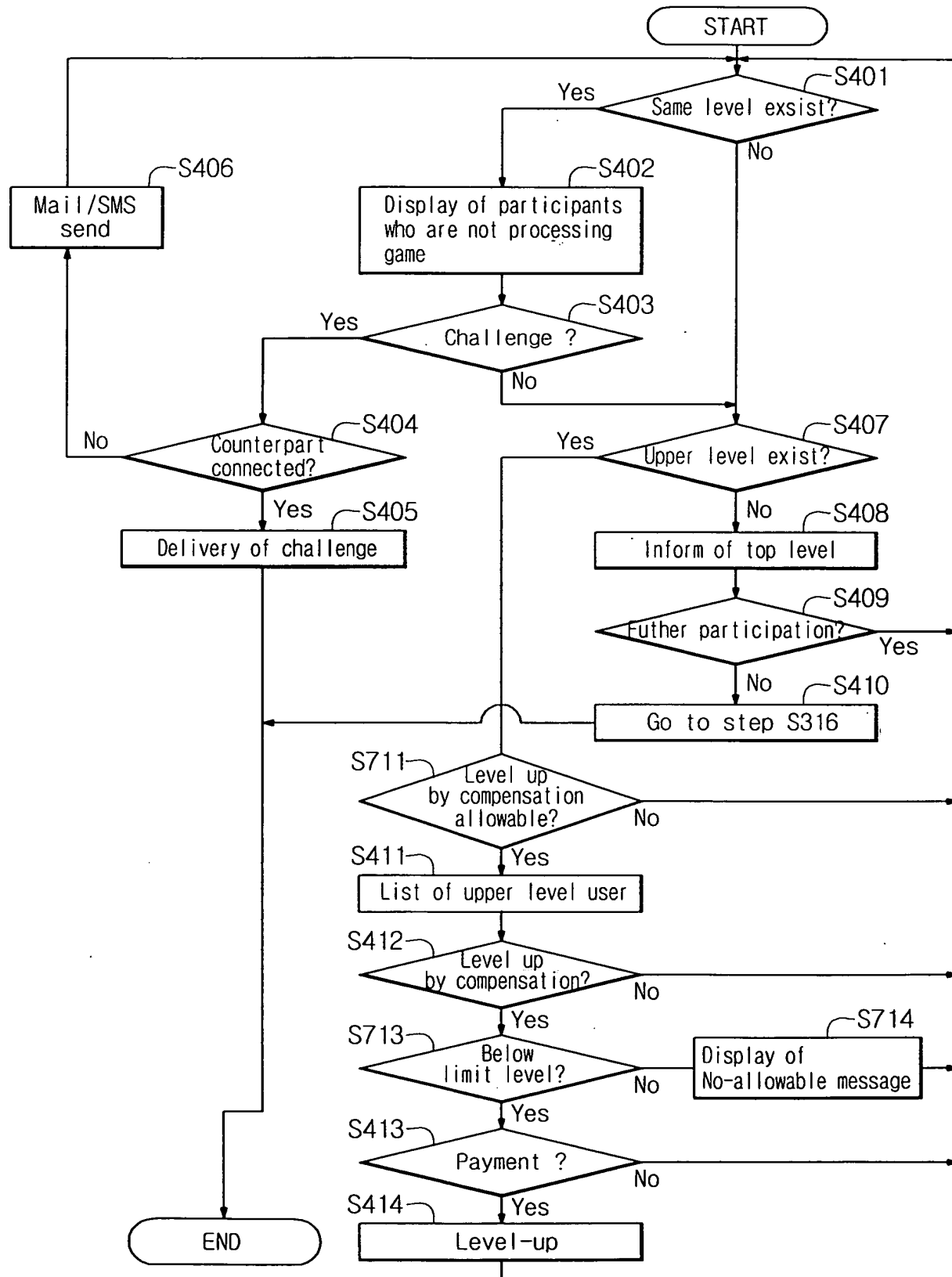


FIG. 8A

User Data base (120)

| User ID (primary key) | Name | Secret No. | Game cash | Connection flag | Game-processing flag |
|--------------------------|------|------------|--------------|--------------------|-------------------------|
| song2man | Song | * * * * | 1000 | Y | Y |
| song2girl | Lee | * * * * | 1000 | Y | Y |
| gameman | Kim | * * * * | 1600 | Y | N |
| goodgame | Hong | * * * * | 800 | N | N |
| oldboy | Lee | * * * * | 800 | Y | competition anteroom |
| battle | Kang | * * * * | 800 | N | N |

Game Data base (210)

| Game ID (primary key) | Game Description | Number of person for game | Partici- pation fee | Credit transfer ratio (%) | Fee ratio (%) | Top level | Level up by compen- -sation | Top limit level by level-up by compensation | Winner and prize money determination | Sponsor D-B | IP address | Security number |
|-----------------------------|---------------------|---------------------------------|---------------------------|------------------------------------|---------------------|--------------|-----------------------------------|--|--|----------------|---------------|--------------------|
| 1 | Quize | 5 | 100 | 100 | 0 | 20 | N | 0 | Y | N | | |
| 2 | STAR CRAFT | 2 | 200 | 0 | 3 | 20 | N | 0 | Y | N | | |
| 3 | PADUK | 2 | 300 | 70 | 2 | 5 | Y | 2 | N | N | xx.xx:2002 | **** |
| 4 | OMOK | 2 | 400 | 60 | 5 | 10 | Y | 3 | N | N | xx.xx:2301 | **** |
| 5 | STAR CRAFT | 2 | 300 | 100 | 5 | 10 | N | 0 | N | Y | xx.xx:2301 | **** |

Tournament Data base (230)

| Tournament ID (primary key) | User ID | Game ID | Present level | Present credit | Participation availability flag |
|--------------------------------|-----------|---------|------------------|-------------------|------------------------------------|
| 101 | oldboy | 1 | 1 | 0 | N(defeated) |
| 102 | battle | 1 | 1 | 0 | N(defeated) |
| 103 | song2man | 1 | 1 | 200 | N(processing) |
| 104 | song2girl | 1 | 1 | 200 | N(processing) |
| 105 | gameman | 1 | 3 | 800 | Y |
| 106 | goodgame | 1 | 2 | 0 | N(defeated) |
| 107 | oldboy | 4 | 2 | 456 | Y |
| 108 | battle | 4 | 1 | 304 | N(defeated) |

Competition result Data base (250)

| Competition ID (primary key) | User ID | Total money | Cash increment | Tournament cash | Fee | Competition No. |
|---------------------------------|----------|----------------|-------------------|--------------------|-----|--------------------|
| 1 | oldboy | 400 | -200 | 0 | 0 | 241 |
| 2 | goodgame | 400 | 200 | 400 | 0 | 241 |
| 3 | battle | 400 | -200 | 0 | 0 | 242 |
| 4 | gameman | 400 | 200 | 400 | 0 | 242 |
| 5 | goodgame | 800 | -400 | 0 | 0 | 243 |
| 6 | gameman | 800 | 400 | 800 | 0 | 243 |
| 7 | oldboy | 800 | 80 | 480 | 24 | 246 |
| 8 | battle | 800 | -80 | 320 | 16 | 246 |

Sponsor Data base (260)

| Sponsor DB ID | Game ID | Sponsor cash |
|---------------|---------|--------------|
| 1 | 5 | 500000 |

FIG. 8B

Competition anteroom Data base (240)

| Competition anteroom ID | Game ID | Level | Name | Present participants | Process |
|-------------------------|---------|-------|------------------|----------------------|------------|
| 240 | 2 | 1 | Battle in Desert | 0 | Fail |
| 241 | 2 | 1 | Quarrel | 0 | Terminated |
| 242 | 2 | 1 | Novice all | 0 | Terminated |
| 243 | 2 | 2 | Level 2 O-K | 0 | Terminated |
| 244 | 2 | 1 | Beginners | 2 | Processing |
| 245 | 2 | 2 | You want lose? | 1 | Waiting |
| 246 | 4 | 1 | OMOK | 0 | Terminated |

Winner and transfer rate determination Data base (270)

| Credit transfer ID (Primary Key) | Game ID | Rank | Credit transfer rate (%) | Fee rate(%) | Progress method |
|----------------------------------|---------|------|--------------------------|-------------|-----------------|
| A01 | 1 | 1 | 40 | 3 | Winner |
| A02 | 1 | 2 | 40 | 3 | Winner |
| A03 | 1 | 3 | 10 | 3 | Loser |
| A04 | 1 | 4 | 10 | 3 | Loser |
| A05 | 1 | 5 | 0 | 3 | Loser |
| A06 | 2 | 1 | 100 | 3 | Winner |
| A07 | 2 | 2 | 0 | 3 | Loser |

Fig. 9

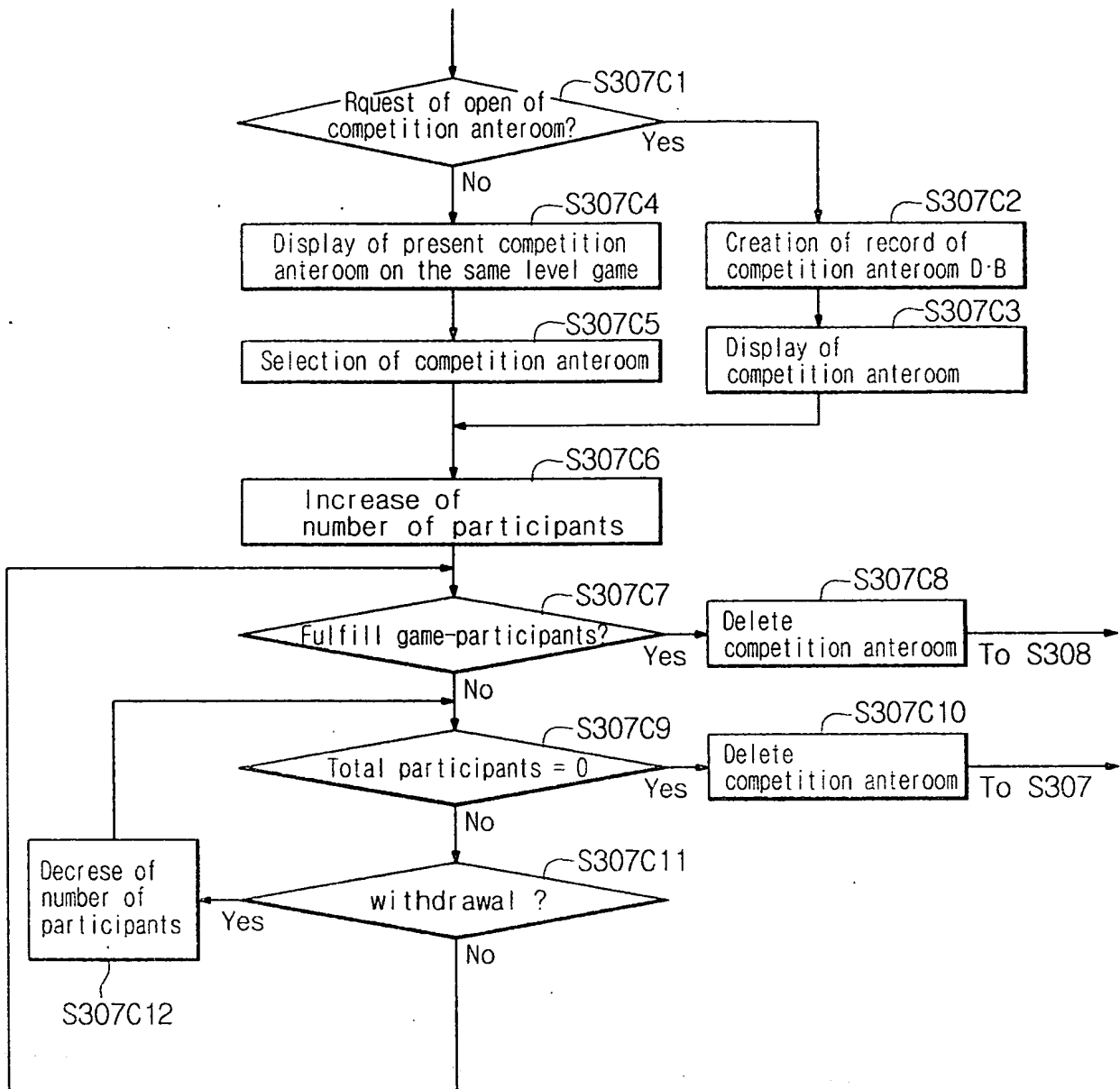


FIG. 10A

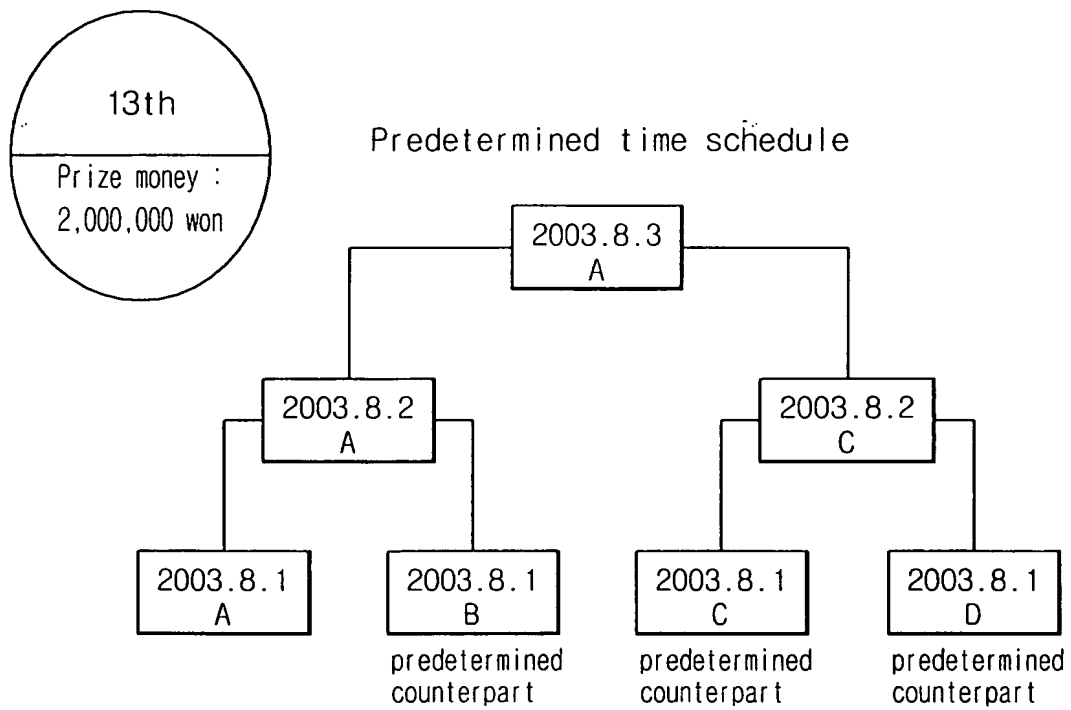


FIG. 10B

